
4. Birthday Plans

Program Name: Birthday.java

Input File: birthday.dat

It's your best friend's birthday, and you are throwing her a surprise party! Your friend is a big fan of old, text-based video games from the 80s (the 1980s), and you have decided to theme the party accordingly. You've never thrown a themed party before, so you and some other creative compatriots get together and put together some ideas. One feature you all settle on is a banner with a simple ASCII-art design, as shown below.

You decide it would be much more interesting (and in keeping with the theme!) to write a computer program to generate this output.

Input

There is no input for this problem.

Output

You are to output the design seen below. Each character is of equal width (including spaces). Your output may look wrong and still be correct (it requires a fixed-width font to look the same as below), so make sure you are careful to follow the design exactly. You may assume that there are no trailing spaces on any given line, and no trailing newline.

```
      i i i i i i
    +-----+
    |:~::~::~:~|
    |:H:a:p:p:y:~|
    |:~::~::~:~|
    ~~~~~~
  ~~~~~~
| ^^^^^^^^^^^^^^ |
|:B:i:r:t:h:d:a:y:~|
|:~::~::~:~|
~~~~~
```